

CLAIMS

1. Gaming table (10, 110) for use with electronic memory microchip gaming chips, comprising:

- 5           - a tabletop (12) including a gaming chip storage area (21) and at least one gaming chip testing area (28, 28'),
- at least one test station (34, 134) including a communication unit (36, 136) adapted to exchange information with the memory of a gaming chip (25) in said test area (28, 28') by means of an antenna device (29) disposed on and/or in said
- 10       tabletop (12), the communication unit (36) being associated with a processing unit (38, 138) for processing information contained in said memory, and
- at least one display device (32, 132) for displaying an output message obtained from the processing unit (38) and based at least in part on information contained in said memory, said display device (32, 132) including a screen (30, 30',
- 15       30", 130) on and/or in said tabletop (12),

          characterized in that the display device (32, 132) is physically separate from the casing (35, 135) of said test station (34, 134) and the chip test area (28, 28') and the screen (30, 30', 30", 130) of the display device are close together, beside said storage area (21) and in reach and in view of the operator of the table.

- 20       2. Gaming table (10, 110) according to claim 1, characterized in that the screen (30, 30', 30", 130) of the display device is a flat screen mounted flush with the tabletop (12).

3. Gaming table (10) according to either claim 1 or claim 2, of the type in which the tabletop (12) has a rectangular or pseudo-rectangular shape with two
- 25       longer sides, namely a proximal operator side (14) carrying said storage area (21), which is also of rectangular or pseudo-rectangular shape, and a distal customer side (16), characterized in that the chip test area (28, 28') is in the vicinity of a shorter side of said storage area (21).

4. Gaming table (10, 110) according to claim 3, characterized in that the
- 30       chip test area (28, 28') and the screen (30, 30', 130) of the display device are substantially on respective opposite sides of a substantially distal corner (31, 33) of the storage area (21).

5. Gaming table (10) according to either claim 3 or claim 4, characterized in that the screen (30, 30', 30") of the display device has a single display line parallel to
- 35       the proximal longer side (14) of the tabletop (12).

6. Gaming table (10, 110) according to any one of the preceding claims, characterized in that the communication unit (36, 136) is wholly or partially under the tabletop (12) of the table and said test station (34, 134) also incorporates in its casing (35) the processing unit (38, 138) which has an output connected to the display device (32, 132).

7. Gaming table (10, 110) according to any one of the preceding claims, characterized in that the chip storage area (21) is a chip rack (22).

8. Gaming table (10a, 10b) according to claim 7, characterized in that the chip test area (28) is beside a tip box (26).

9. Gaming table (10, 10a, 10b, 110) according to claim 7, characterized in that it includes two chip test areas (28) disposed laterally on either side of the chip rack (22) and combined either with a screen (30") that is centrally located with respect to the rack or with two lateral screens (30, 30').

10. Gaming table (10) according to any one of claims 7 to 9, characterized in that the screen (30, 30") or the screens (30, 30') is or are placed immediately in front of the chip rack (22) on the customer side.

11. Gaming table (110) according to any one of the preceding claims, characterized in that it includes on the tabletop of the table other areas (128) for electronically reading or reading/writing gaming chips associated with antennas having appropriate multiplex connections to the test station (134) and via said test station to the screen of the display device (130).

12. Gaming table (110) according to claim 12, characterized in that the electronic reading or reading/writing areas (128) consist of the gaming stations (29) of the table.

13. Gaming table according to any one of the preceding claims, characterized in that the table constitutes a blackjack, baccarat, minibaccarat or stud poker gaming table, a gaming table for games derived from the above games, a cash table or a change table.

14. Gaming room surveillance equipment including at least one gaming table (10, 110) according to any one of the preceding claims and characterized in that it includes at least one display duplicator device (132a) associated with said display device (132) and including a second screen (130a) external to the gaming table (10, 110) that can be viewed by a second gaming room operator (146).

15. Surveillance equipment according to claim 14, characterized in that the display duplicator device (132a) is near the location of said second operator (146)

who is a table chief or a table supervisor.

- 5 16. Surveillance equipment according to claim 14, characterized in that the display duplicator device is integrated into the video surveillance system of the gaming room by means of a serial external interface (150), an IP network or an analogous network, with embedded display on screens of video monitors of gaming room surveillance or security staff.